The Path of Gluttony

Path Manual

A path is a journey of a thousand steps; as a part of following their Path, a Spiritual Artist creates something called a Path Manual - a kind of instructional guide kept and maintained to ensure the clarity and effectiveness of their Path for future generations.

Even for those with no intentions of passing on their knowledge, a Path Manual remains a useful tool gor racking your own Spiritual journey.

Techniques

All Paths feature techniques - special actions which can be taken by a Spiritual Artist at the cost of draining their energy.
   Your techniques will grow in strength and quantity over time, which will be reflected here in you Path Manual.

Omnivore

Trigger: You activate this technique as a reaction when you reduce a creature to 0HP.

Investment	Effect
1SP	You gain 5 temporary hit points.
3SP	You grow in size by one stage. Melee attacks now deal 1d4 extra damage, and you have advantage on strength checks and saving throws.
4SP	You regain HP equal to 3d8 + your Spiritual Arts modifier
6SP	You gain the ability to absorb one technique from the target - stealing for yourself, temporarily. See *Technique Drain* for full details. At 6SP, the stolen Technique lasts for one hour, or until you use it.

Technique Drain
You have the ability to steal Techniques from any creature which posses them - Techniques are engraved on the soul, and almost any creaure possessing Spiritual Energy will have at least one.

When you steal Techniques, the DM will ask you to roll a dice - which dice and how many you roll will depend on the level of Ominvore used, and how many Techniques the target has.

When you use a stolen Technique, you do not expend any Spirit Die - the Technique will usually be used with the same Investment you give the Technique used to steal it.

Tongue Lash

Trigger: You activate this technique as a Bonus Action.

Effect: Make an attack roll with your Spiritual Arts modifier against a creature within range. You only expend a Spirit Die if the attack makes contact.

Investment	Effect
2SP	Your tongue has a 15ft range. The target gains one level of Grung Toxin
3SP	Your tongue deals 2d6 poison damage
4SP	Your tongue now has a range of 25ft. You inflict two levels of Grung Toxin.
6SP	Your tongue now deals 5d6 poison damage. The target must make a Strength saving throw - on a fail, you may choose to either grapple the target (with your tongue) or knock them prone.

Grung Toxin
At the start of an affected creatures turn, it makes a Con save against your spiritual DC. On a success, it removes one level of Grung Toxin.

Effect	Level	Effect	Level
Speed reduced by 10ft	1	Disadvantage on all saving throws	4
Disadvantage on dex checks	2	Disadvantage on attack rolls	5
Speed reduced by 10ft	3	Paralysed	6

The Thrill of the Hunt

Trigger: You activate this technique as a reaction, when you cause damage to a target.

Effect: When you activate this technique, you target a creature within 30ft - this creature becomes the target of your hunger.

Against the target of your hunger, you are able to make an adittional melee attack by biting them. The damage for this extra attack is listed in the Investment table. Aditionally, you always know the location of your target, even if they are concealed by total cover or invisible.

Once a creature has been designated as your target, it becomes harder for you to target other creatures. If you do, you must make a Wisdom Saving Throw against your own Spiritual DC. On a fail, you are unable to attack that creature.

While this technique is active, your physical abilities increase - these are detailed in the investment table.

This technique ends after one minute, or when your target is reduced to 0hp. Once the technique ends, you receive the *Slowed* condition for one round.

Investment	Effect
4SP	Your speed increases by 10ft. You have an additional +1 to hit with melee attacks. Your extra bite attack deals 1d8+Wis poison damage.
6SP	All hits with a melee weapon deal 1d8 extra damage. If you are within 20ft of the target of your hunt, attack rolls are made against you with disadvantage. You are invisible to the target of your hunt outside of this range.

Blood Rite

Trigger: You activate this technique as an action.

Weasel's Prowess

When you activate this technique, you receive a number of temporary Hit Points, as well as other benefits. This techinique lasts as long as you maintain the temporary hit points.

Once all the temporary hit points granted by this technique are lost, the technique ends.

Investment	Effect
2SP	You gain 10 Temp HP, your movement speed increases by 10ft, and your AC increases by 1.
4SP	You gain 20 Temp HP, your movement speed incrases by 20ft, and your AC increases by 2
	You gain 25 Temp HP, your movement speed incrases by 25ft, and your AC increases by 2.
6SP	While this Technique is active, suceeding on a Dexterity Saving Throw against an AOE attack causes you to take no damage. On a failed Dexterity Saving Throw, you take only half damage.

Bear's Ferocity

Once you activate this technique, you must make a melee attack against a creature on each of your turns.

If you end your turn without attacking a hostile creature, this technique ends. The technique also ends after one minute.

While this technique is active, you may use your Wisdom modifier in place of your strenth for any strength roll.

Investment	Effect
2SP	You grow sharp and your fangs increase in length, becoming natural weapons which deal 1d8 damage.
	If you make a second attack with your bonus action as part of two weapon fighting, add your full modifier.
	Your natural weapons receive a +2 bonus to attack and damage. You gain the Extra Attack feature.
4SP	Once per turn, when you hit with one of these attacks, you can force the target to make a Con saving throw. On a fail, you inflict one level of Grung Toxin.
	Your natural weapons now inflict 1d12 damage, and their modifier increases to +3.
6 SP	Your size increases by one stage, and your range increases by 5ft.
	You are immune to the effects of Mind Control

Skunk's Flatulence

You must concentrate on this technique.

Investment	Effect
2SP	You are surrounded by a 10ft radius cloud of flatulence. All creatures within the cloud must make a Con saving throw at the start of their turns. On a failure, creatures takw 2d6 poison damage and have disadvantage on concentration checks.
4SP	Creatures within the gas now suffer 6d6 poison damage, or half as much on a successful save. You no longer provoke attacks of opportunity.
6 SP	Once, while this technique is active, you may choose to leave a second cloud anchored at your current position. Once placed, this cloud does not move. Any creature that fails a saving throw against your cloud is blinded until the start of their next turn.

How to Use a Technique

Using a technique is simple. First, choose a technique from your Path Manual - all the information you will need to use the technique will be listed here.

Next, you choose how many Spirit Points (SP) to invest into the Technique. The SP you are able to spend on a technique will be listed in its Path Manual entry.

Then, you complete the action. Providing you have a large enough Spirit Die in your pool to have a chance at success, the technique activates.

Finally, you roll one of your Spirit Die. if you invest 2 SP, your target number is 4+, and so on. If you meet this number, nothing changes.

If, however, you roll less than your target number, the size if that Spiritual Die is reduced. D4s vanish completely when reduced.

An Example

You're level 3, and have access to two Spiritual Dice - both are a D4.

You use the Tongue Lash technique, and spend 4SP on the Investment. You make your attack as a bonus action. Then, you roll one of your Spirit Die - you pick which one.

You roll a 3 on the Die - not enough to meet your target of 4+. The size of your Spirit Die is reduced by one stage; since you only have a D4, the dice vanishes.

Your Spirit Die fully restore over the course of a long rest, and you may be able to find supplements to restore or even temporarily enhance your Spirit Die as you travel.